



AYSO Region 96

## Hank Nuñez Memorial Tustin Soccer Festival Tournament Rules



CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 11 and FIFA Laws of the Game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Referee Director and other designated staff) will have jurisdiction over all games played. The Tournament Director or his designee Disputes maintains complete discretion with regard to the interpretation and application of these Tournament Rules.</p> <p>C. Referee decisions and judgment calls are NOT subject to dispute or protest.</p>
<b>2) FEES</b>	<p>A. The entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fees may be paid electronically or by a single check issued from the Region's account (no personal checks).</p> <p>B. Fees are :  U14 \$800 (\$500 entry fee plus \$300 referee deposit)  U12 \$750 (\$450 entry fee plus \$300 referee deposit)  U10 \$700 (\$400 entry fee plus \$300 referee deposit)</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications are due by November 24, 2023</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email of the receipt and/or acceptance of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned or refunded.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
<b>4) REFUNDS</b>	<p>A. Teams withdrawing before December 2, 2023 will be issued a full refund.</p> <p>B. Teams withdrawing after December 2, 2023 will only be issued a refund if a replacement team can be found, and then less a \$50 administrative charge.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p> <p>D. For teams that are eligible, referee deposit refunds will be mailed no later than 30 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of spots required versus those actually completed.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will not be rescheduled. Any pre-ordered items will be sent to the team.</p> <p>B. If the tournament is canceled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be issued less a \$50 administrative charge.</p>

<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO and have played in the just concluded season in a minimum of one-half of the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be approved and signed by the team's Regional Commissioner. Roster changes may be submitted (with the signature of the team's Regional Commissioner) at the time the team checks in for its first game. No roster changes will be permitted after check-in.</p> <p>C. For identification purposes, each player must have a laminated identification card with name, picture, and AYSO ID#. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee.</p> <p>D. 3 Guest Players (players from a different Region from the applying team's Region) will be allowed for each team. However, the Guest Player will be required to have the approval of both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner (see Guest Player Form). Since players must have played a minimum of one-half of the games in the just-concluded AYSO season, no non-AYSO registered guest players are permitted (e.g., no players who only played club soccer).</p> <p>E. Coed teams will be accepted; however they must play in the boys' division.</p> <p>F. Teams will play in the age division according to the oldest player on the team.</p> <p>G. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team.  Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team.  Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>H. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.</p>
<b>7) COACHES</b>	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Team Roster.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level and may be asked to provide proof of certification and training. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from Sports Connect to the roster</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as permitted by the referee.</p>
<b>8) REFEREES</b>	<p>A. Each 10U, 12U and 14U team in the tournament will provide a crew of 3 referees. These referees will self-assign matches based on their qualifications.</p> <p>B. All referees must be a currently-registered AYSO volunteer, Safe-Haven Certified and at least hold a regional referee badge.</p> <p>C. Only the 3-referee diagonal system of control will be used to referee the games.</p> <p>D. Referees for 14U games should be Advanced level or above. Referees for 12U games should be Intermediate level or above. Referees for 10U games should be Regional level or above.  Exceptions may be approved by the Tournament Referee Administrator.</p> <p>E. Youth referees (serving as the Referee) must be at least 2 years older than the age group they are refereeing.</p> <p>F. All referees must be in full uniform as defined by AYSO and USSF, including the AYSO Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all commitments are completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>H. Referees are expected to check in at the Referee Station at the field at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee being assigned. Once a replacement has been assigned, the replacement referee will have priority and the original referee must remain available for alternate assignment.</p> <p>I. Players in the tournament may not referee. Coaches are not allowed to officiate matches as a referee or assistant referee in the bracket in which their team is participating, or in or any match in which their home region is a participant. The tournament may use local referees registered as volunteers in Region 96 but not affiliated with any</p>

	<p>particular Region 96 team, and these local referees shall be permitted to referee Region 96 teams with which they have no affiliation.</p> <p>J. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament, and will place a team's referee deposit refund in jeopardy.</p>
<b>9) FIELDS</b>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. There are no pets of any kind allowed at the tournament fields</p>
<b>10) FORMAT</b>	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights. Our preferred format is for each flight to be made up of two pools of four teams. If this cannot be accomplished a flight might consist of 3 pools of four teams each. If a flight consists of 2 pools of three teams each of the pools will play all their games as cross pool matches, so each team in that pool will be compared how they did against the same opponents. If a flight only has 5 teams then they will all play 4 games and their finish will be determined by their point standings from pool play.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division. For flights with 2 pools the two first place pool winners will play each other in the 1st/2nd place game. For flights with 1 pool, the two highest points pool teams will play in the 1st/2nd place game. For flights with only 5 teams there will be no playoffs for 1st/2nd, the finish will be based on the final point totals from round robin pool play.</p>
<b>11) CHECK-IN</b>	<p>A. Teams must check in 60 minutes prior to their first game and must present Game Cards for as many games as the team might play in the tournament (including medal-round games). The Game Cards must be properly completed with the players listed in jersey number order, with both the first and last name. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide AYSO Player Registration Forms with verified electronic signatures for verification by tournament officials.</p> <p>C. Coaches must have these Player Registration Forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and ID card to be cleared by the Tournament Staff before participating in any games.</p>
<b>12) FIELD MONITORS</b>	<p>A. There will be a tournament Field Monitor assigned to each field who will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the referee must return the completed game card to the Field Monitor or Referee Tent at the field.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>

13) GAMES	<p>A. Pool play games will consist of 25 to 30 minute halves depending on the age division (see chart below) with a five minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Games will expect to end on time, and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. There will be a running clock during all pool play games. There will be no time added on for injuries or time wasted during substitutions. Each coach is urged to have their team ready at the start of each half and to conduct substitutions in as expedient a manner as possible.</p> <p>C. Championship games will be as shown below. Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>D. Game duration shall be as follows:</p> <table><tr><td>Division</td><td>Pool Play</td><td>Final Rounds</td></tr><tr><td>10U</td><td>25 minute half</td><td>25 minute half</td></tr><tr><td>12U</td><td>30 minute half</td><td>30 minute half</td></tr><tr><td>14U</td><td>30 minute half</td><td>30 minute half</td></tr></table> <p>E. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing three (3) match balls. The home team and their spectators will be situated on the North or East side of the field, and the visitor team and their spectators will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or wear pinnies in the event of a color conflict with the visitor team. The tournament will have pinnies available. If there are any questions, the referee will determine whether this is necessary.</p> <p>F. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>G. <i>FORFEITS</i>: Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the non-forfeiting team (See STANDINGS for the points to be awarded). For teams playing 7v7, there is a minimum of 5 players on the field to start or continue a game. For teams playing 9v9 the minimum number is 6 players. For teams playing 11v11, there must be a minimum of 7 players. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared. Regardless of the reason, forfeit one, forfeit all: if any team forfeits one game, they are deemed to have forfeited all games with a score of 1-0, regardless if those games had been played previous to the forfeit and regardless of the prior result.</p> <p>H. <i>SUSPENDED GAMES</i>: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>I. <i>ABANDONED GAMES</i>: If any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	Division	Pool Play	Final Rounds	10U	25 minute half	25 minute half	12U	30 minute half	30 minute half	14U	30 minute half	30 minute half
Division	Pool Play	Final Rounds											
10U	25 minute half	25 minute half											
12U	30 minute half	30 minute half											
14U	30 minute half	30 minute half											
14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed at half-time and approximately mid-way through each half for ALL divisions via quarter substitution rules, and will be recorded on the game cards by the referee.</p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>C. Substitutions in overtime periods of medal round matches will be at the beginning of each period only.</p>												

<b>15) STANDINGS</b>	<p>A. STANDINGS for pool play games will be determined on a maximum 10-point scoring system as follows:</p> <p>WIN = 6 points  TIE = 3 points  LOSS = 0 points  GOAL = 1 point per goal up to a maximum of 3 per game  SHUTOUT = 1 point for a shutout, including a 0-0 tie  FORFEIT = 8 points (scored as a 1-0 win)  RED CARD/EJECTION = 2 point deduction for team (includes 2 points for each player, substitute, or coach)</p> <p>B. Winners of ties in standings will be determined as follows:</p> <ol style="list-style-type: none"> <li>1. Head to Head</li> <li>2. Highest Goal Differential (max +/- 3 per game)</li> <li>3. Fewest Goals Against (max 3 per game)</li> <li>4. Most Goals Scored (max 3 per game)</li> <li>5. Most Shutout wins</li> <li>6. Fewest Send-Offs/Dismissals</li> <li>7. Kicks from the Mark, or coin flip, or other random process to be determined at the sole discretion of the Tournament Director. The head coach, assistant, manager, team parent or regional commissioner of each team must be present unless the head coach gives consent otherwise. Except for the regional commissioner, the team representative must be listed on the team roster.</li> </ol> <p><b>NOTE: In the event more than two teams are tied: When one or more teams are eliminated at a level and two or more teams are still tied, the remaining teams restart the tie-break procedure.</b></p> <p>C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated continuously at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<b>16) ADVANCEMENTS</b>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>
<b>17) MEDAL ROUNDS</b>	<p>A. All medal round matches ("championship games") ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. No "sudden victory" or "golden goal." If a medal round match is still tied after both overtimes, the game shall be decided by FIFA Kicks from the Penalty Mark. Semi-final non-medal round games ending in a tie shall proceed directly to FIFA Kicks from the Penalty Mark without any overtime periods</p>
<b>18) AWARDS</b>	<p>A. Medals will be presented to players from the first and second-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and coach (2).</p>
<b>19) CONDUCT</b>	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines (penalty areas in small fields). Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of his/her parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. In the alternative, the player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p>

	<p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<b>20) MEDICAL/FIRST AID</b>	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.</p> <p>D. <u>Directions to the nearest hospital/urgent care center will be available at the First Aid station.</u></p>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved AYSO uniform only according to the National Rules &amp; Regulations, and all players on the same team must wear matching uniforms (exception of goalkeepers – may have a different jersey, AYSO logo is recommended but not required.)</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. NOT ALLOWED: jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding are in order to participate shall disqualify that team member from participation.</p> <p>E. AYSO will not prohibit the use of braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
<b>22) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> <li>• An ineligible player has played.</li> <li>• One or more registered player(s), present and in uniform, have not played the required one half of the game (except for illness or injury as recorded by the game referee).</li> </ul> <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. <u>Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</u></p>
<b>23) RULES INTERPRETATION</b>	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.
<b>Revision History</b>	<p>1.0      7/25/2014 Original Rule Set                  10/27/2015 Revised                  12/12/2015 Revised                  9/30/2016 Revised                  9/26/2017 Revised                  6/19//2018 Revised                  9/10/2022 Revised                  9/6/2023 Revised</p>